



- BARDINGS -

LIFSTAN, SON OF LEIKNIR

Your father was a smith. When you were a child, the sound of the hammer ringing in his forge was as music to your ears. One day, when the city of Dale was finally rebuilt and the entrance to the Lonely Mountain opened once again, your father brought you to see the forges of the Mountain-folk. There, you have seen the work of the Dwarf-smiths of old: weapons and armour that could help restore and protect the new kingdom.

From that day you have always strove to fight back the darkness and the enemies that lie in wait in the deep places of the world...

Why Lifstan begins the game at Woodmen-town:

You were forbidden by your father from answering Bard's call until you delivered a message to the elders of Woodmen-town. You did it, parted company with his father's men who left some days ago and now you want to get back.



ADVENTURES IN MIDDLE-EARTH™

CHARACTER NAME Lifstan, son of Leiknir

class & level	Warrior 1	back-ground	Seeker of the Lost	player name
culture	Barding	shadow weakness	Lure of Power	experience points

Strength
15

+2

Dexterity
12

+1

Constitution
13

+1

Intelligence
11

+0

Wisdom
8

-1

Charisma
16

+3

Shadow

Permanent

Inspiration

+2 **Proficiency Bonus**

saving throws

- +4 Strength
- +1 Dexterity
- +3 Constitution
- +0 Intelligence
- -1 Wisdom
- -1 Corruption
- +3 Charisma

skills

- +1 Acrobatics (Dex)
- -1 Animal Handling (Wis)
- +4 Athletics (Str)
- +3 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +5 Intimidation (Cha)
- +2 Investigation (Int)
- +2 Lore (Int)
- -1 Medicine (Wis)
- +0 Nature (Int)
- -1 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- +0 Riddle (Int)
- +0 Shadow-lore (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- -1 Survival (Wis)
- +0 Traditions (Int)

Armour Class

15
(17 with shield;
19 with shield
and broadsword)

Initiative

+1

Speed

30 feet

current hit points

Hit Point Maximum 11

temporary hit
points

miserable

hit dice

Total 1d10 per Warrior level

death saves

Successes ○ ○ ○

Failures ○ ○ ○

attacks

Name	Atk Bonus	Damage/Type
Broadsword	+4	1d8+2 slashing
Short Bow*	+5	1d6+1 piercing

*You can shoot your short bow 80 feet, or up to 320 feet with Disadvantage on the attack roll.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. This benefit is included in your ranged weapon bonus.

equipment

G Ring mail, shield, broadsword, short bow with a quiver of 20 arrows,
S 32 fur-lined travelling cloak, travelling gear for the current season, bedroll,
C backpack, comfortable boots, rope and amulet of a raven's feather.

Standard of Living Prosperous

CHARACTER TRAITS

Distinctive Quality

Adventurous. You enjoy seeking out new challenges and experiences.

Specialty

Burglary. Finding what you seek often means finding a way into places where you're not supposed to be.

Hope

I know that the Shadow will tremble the day we recover a lost relic.

Despair

I'm certain that when I find what I am looking for that it will be something that was better left alone.

features, traits, and virtues

Lore of the Lost. When you hear about a new region or ruin for the first time, you probably know at least a bit of lore about it and where you can likely find even more information. (See page 140)

Second Wind. On your turn, use a bonus action to regain hit points equal to 1d10 + your Warrior level. You must finish a short or long rest before you can use it again. (See page 92)

Cultural Virtue: Swordmaster. You have learned to fight defensively using your weapon to full advantage. When fighting with either a broadsword or a long sword you add your Proficiency Bonus to your AC.

9

Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: All armour, shields, simple weapons, martial weapons.

Languages: You can speak, read, and write Dalish – an archaic version of the Common Speech.

Clear Eyed: You have proficiency in the **Insight** skill. (See page 33)



- BEORNINGS -

BERAN OF THE MOUNTAINS

You were born into a family of shepherds and hunters near the eastern edge of the Misty Mountains. Since you were a child you felt a great fascination for the high and snowy peaks, and spent most of your time climbing and looking for new paths over the mountains. After you met Beorn and embraced his cause, you chose to protect any friendly traveller that finds himself journeying through the mountain passes in these times of growing peril.

Why Beran begins the game at Woodmen-town:

You came down from the mountains to see what he could do in the wider world to help people. You heard tell of Bard's Proclamation, and want to reach Lake-town. Your wandering has brought you to Woodmen-town. You're not sure which way to go to get to Lake-town.



ADVENTURES IN MIDDLE-EARTH™

character name Beran of the Mountains

class & level Warden 1 back-ground Loyal Servant player name
culture Beorning shadow weakness Lure of Power experience points

Strength

16

+3

Dexterity

14

+2

Constitution

12

+1

Intelligence

10

+0

Wisdom

9

-1

Charisma

14

+2

Shadow

Permanent

Inspiration

+2

Proficiency Bonus

saving throws

- ☐ +3 Strength
- ☒ +4 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☐ -1 Wisdom
- ☐ -1 Corruption
- ☒ +4 Charisma

skills

- ☐ +2 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☒ +5 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +1 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +0 Lore (Int)
- ☐ -1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☒ +1 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +0 Riddle (Int)
- ☐ +0 Shadow-lore (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +1 Survival (Wis)
- ☒ +2 Traditions (Int)

Armour Class

14
(16 with Shield)

Initiative

+2

Speed

30 feet

current hit points

Hit Point Maximum 9

temporary hit points

miserable

hit dice

Total 1d8 per Warden level

death saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

attacks

Name	Atk Bonus	Damage/Type
Short Sword	+5	1d8+2 slashing
Dagger*	+5	1d6+3 piercing
Great Bow**	+2	1d8+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with Disadvantage on the attack roll.

**You can shoot your great bow 150 feet, or up to 600 feet with Disadvantage on the attack roll.

equipment

G

S 14

C

Brightly coloured travelling cloak, travelling gear for the current season, backpack, belt, dagger, boots, necklace of orc-teeth, short sword, great bow with a quiver of 20 arrows, leather corslet and shield.

Standard of Living Martial

CHARACTER TRAITS

Distinctive Quality

Trusty. You are someone people know they can trust.

Speciality

Enemy-lore. You focus much of your efforts against a single enemy, the one that vexes your master.

Hope

I would place myself in danger for a friend.

Despair

I know that when the agents of the Shadow come, I will be amongst the first to fall.

features, traits, and virtues

Inseparable. You are always close at hand when your master is concerned, though your presence is often ignored. (See page 121)

Warden's Gift. You can inspire others. You have one Gift Die (d6) which you can grant to another hero. The can use it on an ability check, attack roll or saving throw. (See page 87)

Ever Watchful. You can make a DC 12

Intelligence (Investigation) check to learn local rumours and about the high and mighty. (See page 87)

Cultural Virtue: Night-goer. At night you can slip into a dream-like state to explore the area within three days of travel as a spirit bear. Any damage you take in bear form is transferred to you when you awake, and you must take a long rest before you use this ability again. (See pages 102-103)

11

Passive Perception (wisdom)

other proficiencies & languages

Proficiencies: Light armour, shields, simple weapons, broadswords, long swords, and short swords.

Languages: You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.

Angry: You have proficiency in **Intimidation**. (Already marked, see page 35)



- DWARVES - of the lonely mountain

BELI

When you were a child, your father went north to find the hoard of an ancient Dragon and never returned. In his absence, you honed your skills preparing to follow him on the road to adventure and now you think the day has arrived to take up the challenge: you are clever, well-equipped and without fear - you are ready to go and seek what secret treasures are still hidden in the remote corners of the world.

Why Beli begins the game at Woodmen-town:

You crossed Mirkwood with a group of traders out of Erebor, performing menial tasks for them. They headed North, you decided to head south in search of adventure. Now you have heard Bard's proclamation and wish to hurry homeward to help.



ADVENTURES IN MIDDLE-EARTH™

character name **Beli**

class & level **Treasure Hunter 1** background **The Harrowed** player name
culture **Dwarves of the Lonely Mountain** shadow weakness **Dragon-sickness** experience points

Strength

12

+1

Dexterity

14

+2

Constitution

17

+3

Intelligence

13

+1

Wisdom

10

+0

Charisma

8

-1

Shadow

Permanent

Inspiration

+2

Proficiency Bonus

saving throws

- ☐ +1 Strength
- ☒ +4 Dexterity
- ☐ +3 Constitution
- ☒ +3 Intelligence
- ☐ +0 Wisdom
- ☐ +0 Corruption
- ☐ -1 Charisma

skills

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☒ +3 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +0 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☒ +3 Lore (Int)
- ☐ +0 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +5 Riddle (Int)
- ☐ +1 Shadow-lore (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +0 Survival (Wis)
- ☐ +1 Traditions (Int)

Armour Class

15

Initiative

+2

Speed

25 feet

Your speed is not reduced by heavy armour.

current hit points

Hit Point Maximum 11

temporary hit points

miserable

hit dice

1d8 per Treasure Hunter level

Total

death saves

Successes

Failures

attacks

Name	Att. Bonus	Damage/Type
Short Sword	+4	1d6+2 piercing
Dagger*	+4	1d4+2 piercing
Short Bow**	+4	1d6+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with Disadvantage on the attack roll.

**You can shoot your bow 80 feet, or up to 320 feet with Disadvantage on the attack roll.

Sneak Attack. You know how to exploit a foe's distraction. Once a turn, if you have Advantage or an active enemy of the target is within 5 feet of it and you don't have Disadvantage you deal 1d6 extra damage (See page 77).

equipment

G

S

C

Leather jerkin, short sword, short bow with a quiver of 20 arrows, two daggers, fur-lined travelling cloak, travelling gear for the current season, bedroll, ornamented walking stick, backpack, comfortable boots, a gold coin from the hoard of Smaug the Magnificent, a fine beard comb and mirror.

Standard of Living **Rich**

CHARACTER TRAITS

Distinctive Quality

Cunning. Your sharp wit is a way in which you cope with the gravity of your burden.

Specialty

Dark Secrets. You are certain that your dreams touch the Shadow. You are learning all that you can about it.

Hope

I am destined to strike a mortal blow against the Shadow.

Despair

I believe my dreams are being fed by the Shadow; they are leading me to my doom.

features, traits, and virtues

Foreknowledge. Your dreams often grant you riddles, verses and visions that not only directly aid you on your quest but also tangentially give you an insight into people and places that may only be peripherally related to your dream. (See page 129)

Nightvision. You can see in up to 60 feet in dim light as if it was bright light but cannot see in the dark. (See page 40)

Dwarven Resilience. You have Advantage on saving throws against poison, and you have Resistance against poison damage.

Stonecunning. Whenever you make an **Intelligence (History)** ability check related to the origin of stonework, you are considered proficient in the **History** skill and add double your Proficiency Bonus to the check. (See page 40)
Expertise. You double your Proficiency Bonus for **Intimidation** and **Riddle**. The benefit is already included in your scores. (See page 77)

Cultural Virtue: None.

other proficiencies & languages

Proficiencies: Light armour, shields, axes, simple weapons, broadswords, great axes, warhammers; miner's tools, smith's tools, thieves' tools.

Languages: You can speak, read, and write Dalish, the tongue of the Bardings. You can also speak, read and write the secret language of your people, which has never been shared with any others.

Dwarven Combat Training, Tool Proficiency, Road Wisdom: See proficiencies above. (page 40)

10

Passive Perception (wisdom)



- elves - of mirkwood

CARANTHIEL

Many decades have passed since the last time you left the halls of your King to once again breathe the air of what used to be Greenwood the Great. In the hallowed silence of your underground dwelling you studied the lives of those who fought the darkness before your time, secretly hoping that you would return to see the Moon wane on a world already free from the Shadow. But your dreams were obviously just that, dreams.

What was waiting for you was a place much darker than your King's dusky palace, and it will take more than the red torch-light of your folk to cleanse Mirkwood once and for all. But you have resolved that you can be the light that chases away the shadows, and you will teach others how to do the same.

Why Caranhiel begins the game at Woodmen-town:

You have of late wandered the elf paths of Mirkwood, finally reaching Woodmen-town. There you heard of Bard's Proclamation, and now seek to travel to Lake-town. This seems like an ideal opportunity to learn more of the wider world.



ADVENTURES IN MIDDLE-EARTH™

character name Caranthiel

class & level Scholar 1

back-ground

Emissary of Your People

player name

culture Elves of Mirkwood

shadow weakness

Lure of Secrets

experience points

Strength
10

+0

Dexterity
15

+2

Constitution
14

+2

Intelligence
15

+2

Wisdom
13

+1

Charisma
8

-1

Shadow

Permanent

Inspiration

+2

Proficiency Bonus

saving throws

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +4 Intelligence
- ☒ +3 Wisdom
- ☒ +3 Corruption
- ☐ -1 Charisma

skills

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +4 History (Int)
- ☐ +1 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☒ +4 Lore (Int)
- ☒ +3 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☒ +1 Persuasion (Cha)
- ☐ +2 Riddle (Int)
- ☐ +2 Shadow-lore (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +1 Survival (Wis)
- ☒ +4 Traditions (Int)

Armour Class
13

Initiative
+2

Speed
30 feet

current hit points

Hit Point Maximum 10

temporary hit points

miserable

hit dice

Total 1d8 per Scholar level

death saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

attacks

Name	Atk Bonus	Damage/Type
Spear*	+2	1d6 piercing†
Dagger**	+4	1d4+2 piercing
Short Bow***	+4	1d6+2 piercing

† Versatile: 1d8 piercing damage if you wield the spear with two hands.

* You can throw your spear 20 feet, or up to 60 feet with Disadvantage on the attack roll.

** You can throw your dagger 20 feet, or up to 60 feet with Disadvantage on the attack roll.

*** You can shoot your short bow 80 feet, or up to 320 feet with Disadvantage on the attack roll.

equipment

G

S 10

C

Leather jerkin, spear, short bow and quiver of 20 arrows, grey traveling cloak, traveling gear for the current season, backpack, belt dagger, boots, a white jewel on a chain of silver, healing kit and smith's tools.

Standard of Living Martial

character traits

Distinctive Quality

Secretive. Your thoughts are your own and you are very difficult to read.

Specialty

Rhymes of Lore. Much knowledge is contained in the verses of poetry and song. You have learned to use the effect such compositions have on those with whom you negotiate to your advantage.

Hope

Only by joining forces can we hope to push back the Shadow.

Despair

The Shadow's influence is too strong; my entreaties often fall on deaf ears.

features, traits, and virtues

Sigil of your Master. As an emissary you are entitled to a certain consideration amongst foreign peoples. (See page 126)

Night Vision. You can see in dim light to 60 feet as if was bright light and in normal darkness as if was dim light. (See page 43)

Elvish Dreams. You remain aware while 'sleeping' and require only four hours of rest per night. (See page 43)

Hands of the Healer. You have one Healing Die (d8). You can touch a creature to heal them for the die plus your **Wisdom** modifier or spend 10 minutes with them to heal 1d8×2. You can instead remove the Frightened, Paralysed, Poisoned, Stunned or Unconscious condition. (See page 64)

News from Afar. You start the Adventuring phase knowing events of important and rumours. Once per Adventuring phase you can add +5 to an ability check to learn more. (See page 64)

Tongues of Many Peoples. You know a little of many languages and can hold simple conversations with most peoples. (See page 64)

Cultural Virtue: None.

other proficiencies & languages

Proficiencies: Light armour, simple weapons, broadswords; herbalism kit, smith's tools.

Languages: You can speak the old language of your people, the Woodland tongue, along with the ability to speak, read, and write Sindarin. You can also speak the Common Tongue.

The Eyes of Elves: You have proficiency in the **Perception** skill, already marked (see page 43)

A Whisper Through The Leaves: You are proficient in **Stealth**. (see page 43)

13

Passive Perception (wisdom)



- hobbits - of the shire

TROTTER

You left your peaceful life in the Shire when you ran away to find Gandalf, the Conjuror, after he paid a visit to your family at your coming of age party. He tried to convince you to turn back, but as you stubbornly refused, he caught something in your eyes that convinced him to let you have your way. You spent many weeks with him, until he deemed you ready to find your own path.

The dreams you had in the Shire are now your plans for the future: you want to light your broken-stemmed pipe in the halls of Beorn the Shapeshifter and walk side by side with the Wizard Radagast in the fenced garth of Rhosgobel, you want to visit the royal palace of Dale and see the throne of the King under the Mountain.

Why Trotter begins the game at Woodmen-town:

You have spent a year working your way Eastwards. King Bard's summons reached you at The Old Ford, and you have resolved to head to Lake-town. You've dropped into Woodmen-town to resupply before heading onward.



ADVENTURES IN MIDDLE-EARTH™

character name Trotter

class & level Wanderer 1

back-ground

Lure of the Road

player name

culture Hobbits of the Shire

shadow weakness

Wandering-madness

experience points

Strength
8

-1

Dexterity
16

+3

Constitution
15

+2

Intelligence
10

+0

Wisdom
13

+1

Charisma
13

+1

Shadow

Permanent

Inspiration

+2

Proficiency Bonus

saving throws

- +1 Strength
- +3 Dexterity
- +4 Constitution
- +0 Intelligence
- +0 Wisdom
- +0 Corruption
- +1 Charisma

skills

- +3 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- -1 Athletics (Str)
- +1 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +1 Intimidation (Cha)
- +0 Investigation (Int)
- +0 Lore (Int)
- +1 Medicine (Wis)
- +0 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Riddle (Int)
- +0 Shadow-lore (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +3 Survival (Wis)
- +2 Traditions (Int)

Armour Class
15
(17 with Shield)

Initiative
+3

Speed
25 feet

current hit points

Hit Point Maximum 12

temporary hit points

miserable

hit dice

Total 1d10 per Wanderer level

death saves

Successes ○ ○ ○
Failures ○ ○ ○

attacks

Name	Atk Bonus	Damage/Type
Short sword	+5	1d6+3 slashing
Short Bow*	+5	1d6+3 piercing

*You can shoot your short bow 80 feet, or up to 320 feet with Disadvantage on the attack roll.

equipment

G

S 23

C

Corslet of mail, short sword, shield, short bow with a quiver of 20 arrows, fur-lined travelling cloak, travelling gear for the current season, bedroll, backpack, comfortable boots, a fine walking stick, pipe and pipeweed.

Standard of Living Prosperous

CHARACTER TRAITS

Distinctive Quality

Keen-eyed. You are adept at spotting stormy weather and other dangers before they can affect you.

Specialty

Story-telling. You've heard many stories while on the road and you have a gift for imparting them to others.

Hope

If you only live at home, then you have never truly lived.

Despair

I can never forge strong bonds; I'm always on the move.

features, traits, and virtues

Weather Lore. As a seasoned traveller you have an uncanny ability to predict the weather. (See page 133)

Resilient. You have Advantage on saving throws against Corruption. (See page 47)

Unobtrusive. You can hide behind creatures only one size larger than you. (See page 47)

Known Lands. When in your chosen regions, the DC of personal Journey Event tests is at -2. If you're the Guide and travelling in your regions, the Peril Rating is reduced by 2. You have Advantage for Blighted areas. You cannot get lost. You know at least one place in each region to take a long rest. You have Advantage on **Stealth** checks in the region. When tracking others, you know their numbers and when they passed through. (See page 82)

Ways of the Wild. You have Advantage on **Survival** checks to track others in the wilderness. If you serve as Guide, you also assume all vacant journey roles. (See page 82-83)

Cultural Virtue: None.

other proficiencies & languages

Proficiencies: Light armour, medium armour, shields, simple weapons, martial weapons, pipes, cartographer's tools.

Languages: You can speak, read, and write the Common Speech.

Noble Pursuits, Hobbit Elusiveness: These proficiencies are included above. (See page 47)

13

Passive Perception (wisdom)



- woodmen - of wilderland

THE BRIDE

You were born west of the Great River, in one of the villages nearest the mountains. You were scarcely fifteen when you first saw him, he who would become your groom, at a folk-moot held at Mountain hall, in a time when the Orcs were sorely threatening your people. Only a few months later you moved across the river to be near him, as he was from the folk dwelling in the forest. As you waited for your wedding, you learned how to seek a prey among the trees, and your love for the hunt rivalled that for your future husband.

One night, only a handful of days before your wedding-day, he left with a company of men from the village, refusing to bring you with him and giving no explanations. Only his faithful hound returned, grievously wounded. When the elders of the village saw the claw marks on the hound they shook their heads, speaking of the dreaded Beast of Mirkwood...

Why The Bride begins the game at Woodmen-town:

You have been heading East searching for the Beast of Mirkwood. Bard's proclamation reached you recently, and you have resolved to head to Lake-town and see if you can find help for your quest.



ADVENTURES IN MIDDLE-EARTH™

character name The Bride

class & level	Slayer 1	back-ground	Reluctant Adventurer	player name
culture	Woodmen of Wilderland	shadow weakness	Curse of Vengeance	experience points

Strength
15

+2

Dexterity
15

+2

Constitution
13

+1

Intelligence
9

-1

Wisdom
11

+0

Charisma
12

+1

Shadow

Permanent

Inspiration

+2 Proficiency Bonus

saving throws

- +4 Strength
- +2 Dexterity
- +3 Constitution
- -1 Intelligence
- +0 Wisdom
- +0 Corruption
- +1 Charisma

skills

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +2 Athletics (Str)
- +1 Deception (Cha)
- -1 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- -1 Investigation (Int)
- -1 Lore (Int)
- +2 Medicine (Wis)
- +1 Nature (Int)
- +4 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- -1 Riddle (Int)
- -1 Shadow-lore (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)
- -1 Traditions (Int)

Armour Class
14
(13 without armour)

Initiative
+2

Speed
30 feet

current hit points

Hit Point Maximum 13

temporary hit points

miserable

hit dice

Total 1d12 per Slayer level

death saves

Successes ○ ○ ○
Failures ○ ○ ○

attacks

Name	Atk Bonus	Damage/Type
Great Axe	+4	1d12+2 slashing
Dagger*	+4	1d4+2 piercing

*You can throw your dagger 20 feet, or up to 60 feet with Disadvantage on the attack roll.

equipment

G Hide armour, great axe, traveling cloak, travelling gear for the current season, belt dagger and a hunting trap.

S 8

C

Standard of Living Frugal

character traits

Distinctive Quality

Grim. You can't conceal your misery and it makes others uneasy around you.

Specialty

Leech-craft. The Company brought you along because you are the only one who can patch them up when they invariably run into trouble.

Hope

I know that one day I shall rest by my fire again.

Despair

Fate hates me; I am constantly tossed into these dangerous situations in the hopes that the world will finally be rid of me!

features, traits, and virtues

Pathetic and Bedraggled. As long as you are not threatening, strangers will take pity on you and give you a warm place to sleep for the night, hot food and a bit of comfort. (See page 138)

Battle-fury. You can enter a Battle-fury as a bonus action. You gain Advantage on Strength checks and saving throws. When you use a melee attack, you gain +2 to the damage roll. You have Resistance to bludgeoning, piercing and slashing damage while the Battle-fury lasts (1 minute duration). (See page 72)

Unarmoured Defence. While you are not wearing any armour, your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit. (See page 73)

Cultural Virtue: Hound of Mirkwood. You have trained a wolfhound to be your loyal companion. It has **AC 14**, **Perception** +5, 4 hit points. It has Advantage on **Perception** checks that rely on hearing and smell, and a passive Perception of 15. You gain Advantage on **Perception** checks of your own and double your Proficiency Bonus (already indicated). In combat, your Hound can **Bite** (+5 to hit, 6 (1d6+3) piercing damage), **DC 11 Strength** saving throw for small or medium creatures, or Disadvantage on next attack) but requires your attack to do so. (See page 116)

other proficiencies & languages

Proficiencies: Light armour, medium armour, shields, simple weapons, martial weapons.

Languages: You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.

14 Passive Perception (wisdom)